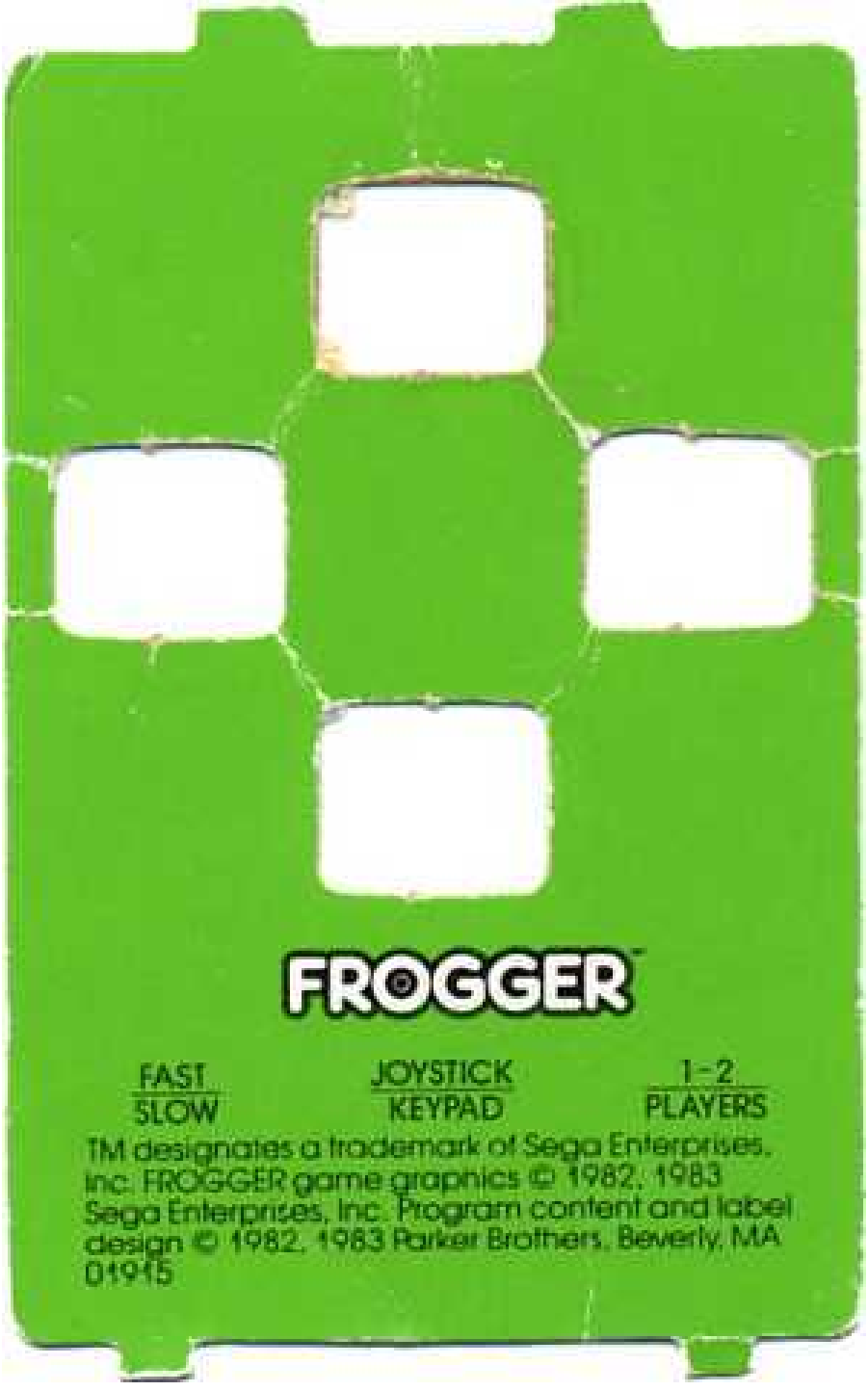

FAST / SLOW

JOYSTICK / KEYPAD

1-2 / PLAYERS

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A VIDEO
GAME CARTRIDGE FROM
PARKER BROTHERS

FROGGER™*

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FOR ATARI® 5200 VIDEO GAME SYSTEM

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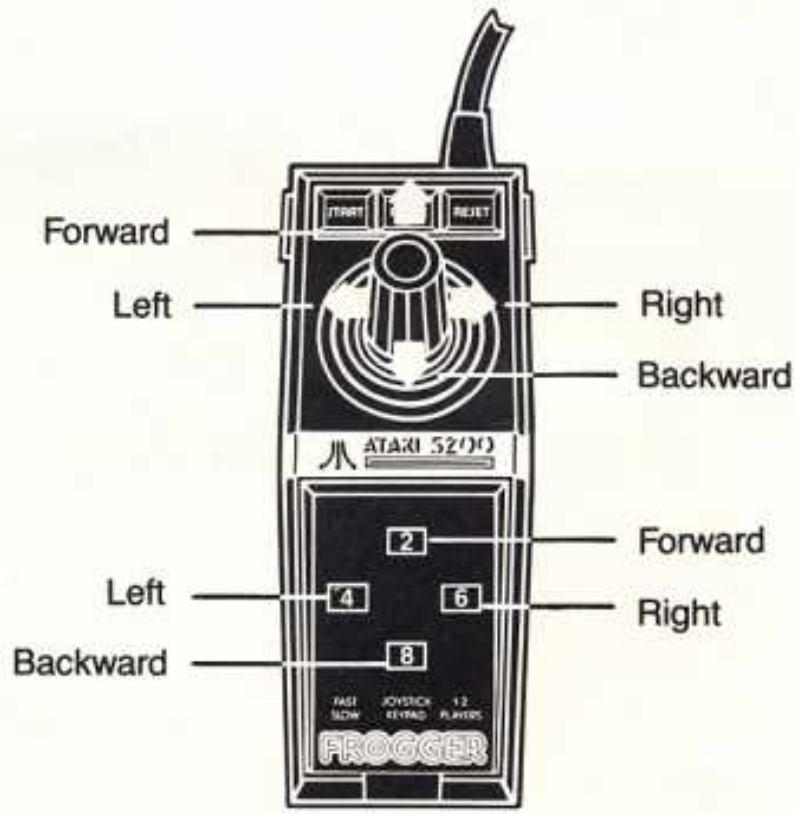
Leapin' Frogger! Home may look like it's only a hop, skip, and a jump away, but looks can be deceiving. First, there's a dangerous highway to hop across. Then there's a raging river to leap, full of tricky diving turtles and frog-eating creatures. How's Frogger going to get home safely? By letting *you* guide him through this perilous journey!

OBJECT

The object of the game is to hop as many frogs to safety as you can—and to score the most points along the way!

SETTING THE CONSOLE CONTROLS

1. Make sure the cartridge is placed firmly into the cartridge slot. Then plug one or two hand-held controllers into controller jacks labelled "1" and "2." Use the controller in the "1" jack for a one-player game.
2. Press the OFF/ON switch to ON.
3. Place a keypad overlay onto each keypad, as shown in the illustration, then select the game options you desire:
   - Press down the "1-2 PLAYER" button (keypad button "#") to choose a 1- or 2-player game. You'll see "2 UP" on the bottom center of the screen to indicate a 2-player game.
   - Press down the FAST/SLOW button (keypad button "*") to choose the speed of the game—slow or fast. The speed is indicated in the upper left-hand corner of the screen.
   - Press down the JOYSTICK/KEYPAD button (keypad button "O") to choose whether you'll play with the joystick or the keypad. You'll see your choice indicated next to the speed at the top of the screen.
4. Press down the START or RESET button on the controller in the "1" jack to begin play.



USING THE KEYPAD OR JOYSTICK

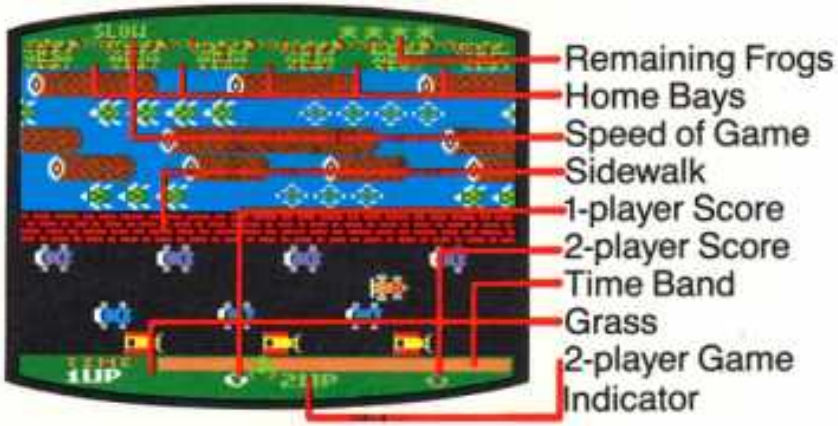
Keypad: Using four keypad buttons to control the direction of Frogger's movement. Press button #2 to hop Frogger forward, button #8 to hop Frogger backward, button #4 to hop Frogger left, and button #6 to hop Frogger right.

Joystick: Use the Joystick to turn Frogger in the direction you wish him to hop. **Then press and completely release the lower fire button on the side of the controller to hop Frogger once in that direction.**

Note: The frantic pace of Frogger may leave you breathless, but don't try to catch your breath with the PAUSE button. There's no stopping the fast-paced action of this game!

PLAYING

This illustration shows the journey Frogger has to make—from the grass to the home bay:



You'll start the game with 5 frogs. The first frog is shown on the grass below the traffic. The remaining frogs are shown on the upper right-hand corner of the screen.

TIME BAND

You have only a limited amount of time to move your frogs from the grass and into a home bay.

Time is monitored by the time band, the line located next to the word "TIME" at the bottom of the screen. You have approximately 30 seconds to move each frog home. When you have only a short amount of time left, you'll hear a warning sound and see the word "TIME" and the time band change colors. If you run out of time before you get a frog home, you'll hear a "splat" sound and see a skull and crossbones symbol on the spot where your frog was when the time ran out.

FROM GRASS TO SIDEWALK

Your frogs start on the grass, facing four lanes of traffic. As soon as the music starts to play, the time band starts to move—so start your frog hopping!

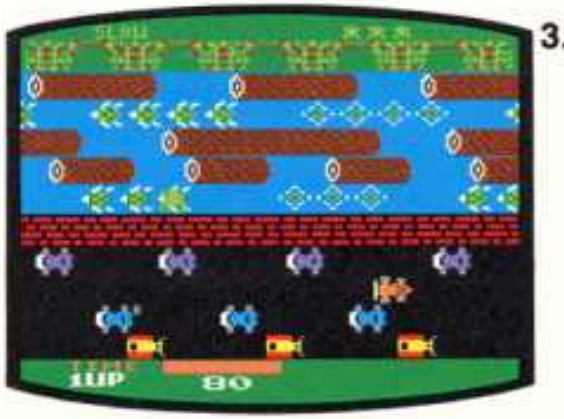
Try to get through the lanes of traffic to the sidewalk. Traffic travels in alternating directions and at different speeds, so be careful. Your frog will get "splatted" if he touches any part of a vehicle or is run over!

FROM SIDEWALK TO RIVER

Because the current in the river is too strong, your frogs have to hop onto objects on the river to get to their home. There are three different objects your frogs can use:

1. **Logs:** Your frog can hop from side to side on a log; he can also jump forward and backward onto another floating object. But he can't jump onto another floating object from the left or right off a log.

2. **Turtles:** Your frog can hop onto a turtle's back, as well as between a group of two or three of them. He can jump forward or backward from a turtle onto another floating object. But he can't jump onto another floating object from the left or right off either of the end turtles.

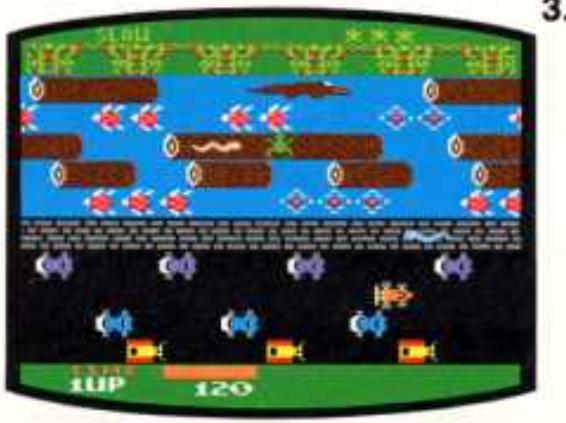


3. **Diving Turtles:** These tricky turtles can float on the water and dive under the water! It's okay to jump your frog onto the back of a partially submerged diving turtle. However, be prepared to hop onto another object fast before the turtle dives!

While crossing a river, here are some other things to watch for:

1. **Pink Frog:** Occasionally you'll see a pink "lady" frog on a log. Hop your frog onto her to pick her up. Now try to get her—and your frog—home to safety. When you do, you'll see the amount of bonus points you earned in white numerals in the home bay.

2. **Alligators:** It's safe for your frog to jump onto an alligator's back, but your frog's a goner if he jumps onto the alligator's jaws!



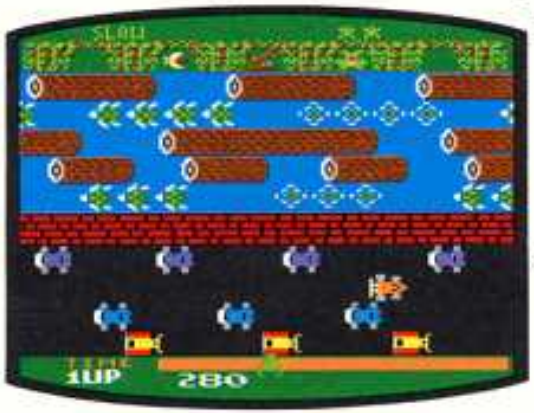
3. **Snakes:** Snakes will appear on the sidewalk and logs as the game gets more difficult. It's safe for your frog to jump onto a snake's body, but not onto a snake's head.

FROM RIVER TO HOME BAY

Successfully hop a frog into a home bay, and he's home safe and sound! You score points each time you bring a frog home, and you'll get extra points every time you bring five frogs home.

When leaping a frog into a home bay, here are some things to watch for:

1. **Jumping Home:** Hop your frog into a home bay when he's *directly* in front of it. If your frog hits any part of the shrubbery on the sides of the home, you'll lose him.
2. **Occupied Home Bay:** A frog can't jump into a home that's occupied by another frog.



3. **Alligator's Head:** When an alligator's head is showing in a home bay, it's not safe for your frog to jump in.
4. **Bonus Fly:** When you hop your frog into a home bay that has a fly in it, your frog gets a free meal—and you get bonus points!

GAME DIFFICULTY

Every time you bring five frogs home, you'll hear a short tune. Then the game will continue at a more difficult game level with your remaining frogs. The speed of the cars will vary from lane to lane. Traffic patterns will change. There will be fewer floating objects on the river, and the speed of the objects will vary from fast to slow. Frog-eating snakes will also appear on the sidewalk and on some of the logs.

END OF GAME

The game ends when no frogs are left.

To Play Again: Press the START or RESET button on the controller in the "1" jack to play again at the same speed and with the same number of players. To change the game's speed or number of players, refer to the instructions under "Setting the Console Controls."

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TWO-PLAYER GAMES

The left player goes first; players then alternate turns. At the start of your turn, you may press the FAST/SLOW button to change the speed at which you play your portion of the game.

The left player's score is on the bottom left side of the screen; the right player's score is on the bottom right side of the screen. The score will show in white numerals during a player's turn; the other player's score will be shown in green numerals.

Your turn ends when you lose a frog; you begin your turn again with your remaining frogs. The game ends once both players have lost all their frogs.

SCORING

In a one-player game, your score is displayed throughout the game in white numerals at the bottom of the screen. Points accumulate as follows:

Successfully jumping frog forward	10 points
Successfully jumping a frog into a home bay	50 points
Successfully jumping five frogs home	1000 points
Rescuing a pink "lady" frog	200 points
Eating a bonus fly	200 points
Taking a frog home before its time is up	10 points per remaining second

If you should have any difficulty operating or playing FROGGER, call our Electronic Service Department at these toll-free numbers:

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Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

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